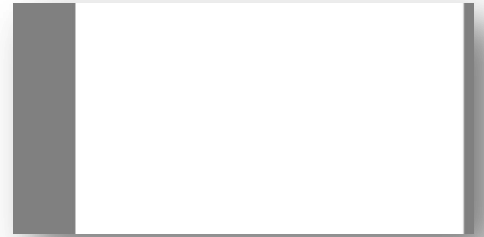
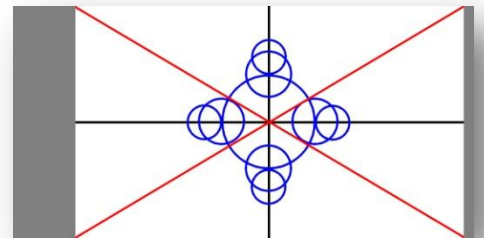


Sphere Template Instructions

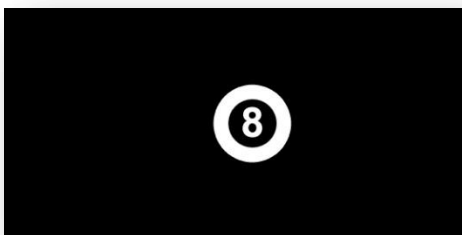
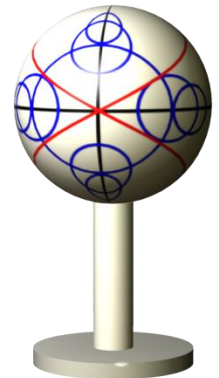
The template I use for the spherical end of this model is a simple rectangular image, twice as wide as it is high. The template I use is 2200 x 1100 pixels at 200 ppi which makes it 11 inches x 5.5 inches. The gray areas at each end of the template are areas that disappear when the template wraps around the sphere. Cropping them off just causes more of the template to disappear when applied to the sphere.



Wrapping a rectangular template around a sphere involves distortion. I've included a texture, SphereGauge.jpg, which will demonstrate to distortion and help you decide what area of the template to use for the affect your after.



The image on the right has been rotated -90° about the y-axis after the texture was applied.



This is the template used to create the Eight Ball example.

